# POINTS

Create object type Point. Possible methods of creation:

1. new Point() – create and return object Point with fields x = 0 and y = 0;
2. new Point(Object) – create and return object Point with fields x = Object.x, y = Object.y. It is possible to insert Point object (could work like a copy).
3. new Point(x, y) – create and return object Point with fields x = x, y = y
4. In different case would return Object Point (0, 0)

sum()

Accept one point or two and return parent point with new fields that is sum of parent point and accepted point, or return new Point with fields that is sum of two accepted points.

dif()

Work kind a like sum but difference.

multiply (Number n)

Multiply fields on n times.

distance()

Return a distance of two points or distance of parent point and another one.